Backyard

AGB-ACKE-USA





Play with the Pros



INFOGRAMES

INSTRUCTION BOOKLET

MIKEPIAZZA



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

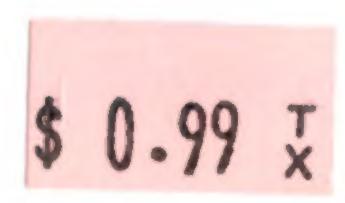
To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARETRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Play Ball!	6
Getting Started	
Controls	7
Main Menu	8
Gameplay Modes	8
Options	11
Pitching	
Fielding	13
Batting	14
Base Running	15
Pause Menu	16
Infogrames Web Sites	17
Technical Support	17
License Agreement	
Credits	

PLAY BALL!

Create the baseball team of your dreams! It's great baseball action with the Backyard Kids and real pro players as kids. Pick your team, logos and playing fields. Play single games, an entire season or Home Run Derby™. It's the chance of a lifetime to play with the pros right in your 0 own backyard!

GETTING STARTED

- Turn OFF the POWER switch on the Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
- 2. Insert the *Backyard Baseball*™ Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch.

4. When the title screen appears, press START to proceed to the Main Menu.



CONTROLS

MENU NAVIGATION		
KEY ACTION		
+ Control Pad	Highlight menu selections	
A Button	Confirm selection	
B Button	Return to previous menu	
START	Jump to game	
SELECT	Return to Main Menu	



MAIN MENU

From the Main Menu, you can select from the following:

- QUICK PLAY
- HOME RUN DERBY™
- SINGLE GAME
- SEASON PLAY
- MULTIPLAYER
- OPTIONS
- CARDS



GAMEPLAY MODES

QUICK PLAY

Choose this mode to jump right into a pick-up game with a pre-selected team name, players and opponent.



HOME RUN DERBY™

Challenge your prowess at bat, or get in some batting practice. Choose if you want to play against a computer-generated opponent. Also, choose from several types of play:

- Best of 10
- Best of 20
- 1 Minute
- 2 Minutes
- Score 10 Runs
- 3 Consecutive Runs

SINGLE GAME

Choose this mode to play a pick-up game as the coach; pick your team and pick your players.

To set up a Single Game, choose a Field, Difficulty Level, Number of Innings, and Home vs. Away team. Also, toggle Swing Spot and Pitch Locator On and Off.

SEASON PLAY

Choose this mode to play through a season in which you sign-in as the coach, choose a home field, set the game options, pick your team and pick your players. Certain game, team and player statistics will be tracked as you advance through the season. The winner advances to the playoffs.

SAVING (Season Play Only)

When you quit a season game, the game will prompt you to save. Your season will be saved from that point under the coach name you registered with at the start of that season.

LOADING (Season Play Only)

When starting a game in Season Play, you can load a previous season by selecting Load.

MULTIPLAYER

Two Backyard Baseball Game Paks, two Nintendo® Game Boy® Advance systems and a Game Boy® Advance Game Link® Cable are required for multiplayer games.

HEAD TO HEAD

Play against a human opponent on another Nintendo® Game Boy® Advance system via the Game Link® Cable. From the Main Menu, both players must select the **Multiplayer** option. **Note**: The person connected to the gray end of the Link® Cable is always the host.

TRADING

Give and/or receive custom players. Once your custom player selection and your opponent's selection are displayed, press the **A Button** to confirm the trade. **Note**: If one person changes the player selection while the opponent is waiting, the opponent's system will automatically cancel the trade and return to the trade screen.

HOME RUN DERBY™

Challenge a human opponent to a batting contest.



OPTIONS

Toggle Sound, Music, Pitch Locator and Swing Spot game settings On and Off. You can also view the Credits list.

CARDS

View the individual player cards, which list each player's skills and background information.

more skill points to add to the individual skill options of your choice.

CUSTOM PLAYERS

Create up to three custom players before you pick your team. Select **Cards** from the Main Menu. Scroll to **Custom** and press the **A Button** to go to the Custom Player Cards screen. Scroll to **New** and press the **A Button** to go to the Custom Player screen. Choose the name and physical attributes of each custom player. Distribute the total skill points across the skill options. Each custom player gains experience as he/she plays more games. At certain milestones, the custom player earns

PITCHING

Choose your pitch from the icons on the right side of the screen. Watch the Pitcher box in the upper right corner for stamina. The pitcher is able to earn special pitches based on performance during the inning.



PITCHING GAME CONTROLS		
KEY	ACTION	
+ Control Pad	Scroll through pitches; Position a pitch	
A Button	Select a pitch; Pitch	
B Button	Fielder strategy map	



FIELDING

Control the player closest to the ball (indicated by the star) to field the ball with the + Control Pad. Use the B Button to cycle through the possible fielders.



FIELDING GAME CONTROLS		
KEY	ACTION	
+ Control Pad	Direct selected fielder to pick up the ball	
A Button	Throw ball to the pitcher	
+ Control Pad ▶ and A Button	Throw ball to first base	
+ Control Pad A and A Button	Throw ball to second base	
+ Control Pad ◀ and A Button	Throw ball to third base	
+ Control Pad ▼ and A Button	Throw ball to home base	
B Button	Select closest fielder	
R Button	Dive	



BATTING

Choose your swing from the icons on the right side of the screen with the + Control Pad

▲ and ▼. Choose your stance from the three selections under home plate with the + Control Pad ▶ and ◄. Check the background color in the Batting Box picture, which indicates the type of batting day the batter is having (blue = poor, green = normal, orange = great). Also, check the Batting Box for your current Strike, Ball and Out counts. The batter is able to earn special hits based on performance during the inning.



BATTING GAME CONTROLS		
KEY	ACTION	
+ Control Pad ▲ ▼	Select a swing	
+ Control Pad ◀ ▶	Select batting stance	
A Button	Swing	
R Button and + Control Pad	Set up steal	

BASE RUNNING

Control the base runner direction with the + Control Pad and press the A Button to advance or the B Button to retreat.



BASE RUNNING GAME CONTROLS		
KEY	ACTION	
+ Control Pad	Choose the runner to direct	
A Button	Advance running	
B Button	Retreat running	
R Button	Slide	



PAUSE MENU

Press **START** (before the windup of the pitch, or after a play is complete) to pause the game and bring up the Pause Menu. From here you can select from the following:

RESUME GAME

Brings you back to the game you were playing.

OPTIONS

Same as from the Main Menu (see page 11).

TEAM STRATEGY

Review your team's batting order, change fielding positions and review the other team's roster.

CURRENT STATUS

Check who's at bat, who's on deck, who's playing in each position and which runners are on base.

STATISTICS (Single Game) / TEAM INFO (Season Play)

Check stats by team name, player or type (batting, pitching). In Season Play, also view team statistics, the schedule, the standings and your team's yearbook (player cards).

SAVE GAME (Season Play Only)

Save your game at certain points during a season.

QUIT GAME

Quits the current game and returns you to the Main Menu.





INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Competitions
- Hints and Tips
- Community

Demos

And much more

Interviews

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part** # when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part** # is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

LICENSE AGREEMENT

*** IMPORTANT ***

This is a legal agreement between the end user ("You") and Infogrames Interactive, Inc., its parent, affiliates and subsidiaries (collectively "Infogrames Interactive"). This Agreement is part of a package (the "Package") that also includes, as applicable, executable files that you may download, a game cartridge or disc, or a CD-ROM (collectively referred to herein as the "Software") and certain written materials (the "Documentation"). Any patch, update, upgrade, modification or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation, or bonus game provided by Infogrames Interactive at no extra charge as part of the Package, shall be included within the meanings of those terms, for the purposes of this Agreement, except to the extent expressly provided below.

BY DOWNLOADING OR INSTALLING THE SOFTWARE, YOU ACKNOWLEDGE THAT YOU HAVE READ ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, UNDERSTAND THEM, AND AGREE TO BE BOUND BY THEM. YOU UNDERSTAND THAT, IF YOU PURCHASED THE PACKAGE FROM AN AUTHORIZED RESELLER OF INFOGRAMES INTERACTIVE, THAT RESELLER IS NOT INFOGRAMES INTERACTIVE'S AGENT AND IS NOT AUTHORIZED TO MAKE ANY REPRESENTATIONS, CONDITIONS OR WARRANTIES, STATUTORY OR OTHERWISE, ON INFOGRAMES INTERACTIVE'S BEHALF NOR TO VARY ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT.

If You do not agree to the terms of this Agreement, do not download or install the Software and promptly return the entire Package to the place You obtained it for a full refund. If you should have any difficulty in obtaining such refund, please contact Infogrames Interactive Technical Support at 425-951-7108. Failure to return the entire Package within 30 days of the purchase date shall be presumed to constitute acceptance of the terms and conditions of this Agreement.

CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

LIMITED LICENSE: You are entitled to download or install, and operate this Software solely for your own personal use, but may not sell or transfer reproductions of the Software or Documentation to other parties in any way. You may download or install, and operate one copy of the Software on a single terminal connected to a single computer. You may not network the Software or otherwise use it on more than one computer or computer terminal at the same time.

INTERNET-BASED PLAY: CHAT: This Software may include Internet-play features. If You choose to use such features, You will need to access the Internet. The Software or Documentation may also suggest links to certain Software-related web sites, including web sites operated by Infogrames Interactive or third parties. Your access to web sites operated by Infogrames Interactive is subject to the terms of use and privacy policies of such web sites. Children should check with a parent or guardian before accessing the Internet, including without limitation any chat function, on-line "arcade," or em@il Game. Internet game play may occur through one or more independent gaming or other web sites (each a "Web Site"), including without limitation the MSN Gaming Zone run by the Microsoft Corporation. Infogrames Interactive does not review or control, and disclaims any responsibility or liability for, the functioning and performance of any Web Site, the terms of use of any Web Site, the privacy policies of any Web Site, and any content on or available via a Web Site, including, without limitation, links to other web sites and comments or other contact between users of a Web Site. Infogrames Interactive does not endorse the Web Sites merely because a link to the Web Site is suggested or established. Infogrames Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages, if applicable, transmitted through the use of the Software. Use of the chat function, or other content or services of any Web Site is at Your own risk. You are strongly encouraged not to give out identity or other personal information through chat transmissions.

OWNERSHIP: COPYRIGHT: Title to the Software and the Documentation, and patents, copyrights and all other property rights applicable thereto, shall at all times remain solely and exclusively with Infogrames Interactive and its licensors, and You shall not take any action inconsistent with such title. The Software and the Documentation are protected by United States, Canadian and other applicable laws and by international treaty provisions. Any rights not expressly granted herein are reserved to Infogrames Interactive and its licensors.

OTHER RESTRICTIONS: You may not cause or permit the disclosure, copying, renting, licensing, sublicensing, leasing, dissemination or other distribution of the Software or the Documentation by any means or in any form, without the prior written consent of Infogrames Interactive. You may not modify, enhance, supplement, create derivative work from, adapt, translate, reverse engineer, decompile, disassemble or otherwise reduce the Software to human readable form.



LIMITED WARRANTY:

Infogrames Interactive warrants for a period of ninety (90) days following original retail purchase of this copy of the Software that the Software is free from substantial errors or defects that will materially interfere with the operation of the Software as described in the Documentation. This limited warranty: (i) applies to the initial purchaser only and may be acted upon only by the initial purchaser; and (ii) does not apply to any patch, update, upgrade, modification, or other enhancement provided by Infogrames Interactive with respect to the Software or the Documentation or to any bonus game provided by Infogrames Interactive at no extra charge as part of the Package, which are provided on an AS IS BASIS ONLY. EXCEPT AS STATED ABOVE, INFOGRAMES INTERACTIVE AND ITS LICENSORS MAKE NO OTHER WARRANTY OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE, REGARDING THIS SOFTWARE. THE IMPLIED WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE AND THE IMPLIED WARRANTY OF MERCHANTABILITY SHALL BOTH BE LIMITED TO THE NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY. THESE AND ANY OTHER IMPLIED WARRANTIES OR CONDITIONS, STATUTORY OR OTHERWISE, ARE OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and you may also have other rights which vary from jurisdiction to jurisdiction.

If you believe you have found any such error or defect in the Software during the warranty period, call Infogrames Interactive Technical Support at 425-951-7108 between the hours of 8:00 a.m. and 6:00 p.m. Monday through Friday (Pacific Time), holidays excluded, and provide your Product number. If a return is determined as necessary, a Return Merchandise Authorization Number (RMA#) will be issued to you. Send your original CD-ROM disc, game cartridge or disc, or, if applicable, the executable files that you downloaded, along with the RMA#, a dated proof of purchase, your full name, address and phone number, to Infogrames Interactive, Inc., Attn: TS/CS Dept., 13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA 98072-9965.

If you have a problem resulting from a manufacturing defect in the Software. Infogrames Interactive's and its licensors' entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Software, within a reasonable period of time and without charge, with a corrected version of the Software. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

LIMITATION OF LIABILITY

INFOGRAMES INTERACTIVE AND ITS LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF INFOGRAMES INTERACTIVE OR ITS LICENSORS ARE ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL INFOGRAMES INTERACTIVE'S AND ITS LICENSORS' AGGREGATE LIABILITY EXCEED THE PURCHASE PRICE OF THIS PACKAGE. Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

GENERAL: This Agreement constitutes the entire understanding between Infogrames Interactive and You with respect to subject matter hereof. Any change to this Agreement must be in writing, signed by Infogrames Interactive and You. Terms and conditions as set forth in any purchase order which differ from, conflict with, or are not included in this Agreement, shall not become part of this Agreement unless specifically accepted by Infogrames Interactive in writing. You shall be responsible for and shall pay, and shall reimburse Infogrames Interactive on request if Infogrames Interactive is required to pay, any sales, use, value added (VAT), consumption or other tax (excluding any tax that is based on Infogrames Interactive's net income), assessment, duty, tariff, or other fee or charge of any kind or nature that is levied or imposed by any governmental authority on the Package.

EXPORT AND IMPORT COMPLIANCE: In the event You export the Software or the Documentation from the country in which You first received it. You assume the responsibility for compliance with all applicable export and re-export regulations, as the case may be.

GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

CREDITS

HUMONGOUS ENTERTAINMENT, INC.

Elizabeth Stringer
Executive Producer
Erik Haldi
Designer

INFOGRAMES INTERACTIVE, INC.

Melanee Hannock

Brand Manager

Eric Hayashi
Executive Producer

Michael Craighead

Director of Quality

Assurance, North America

Petrina McPhee
Director of Marketing

Steve Martin
Director of Creative
Services

Paul Anselmi Graphic Designer

Elizabeth Mackney
Director of Editorial &
Documentation Services

Randi Kravitz

Documentation Writer

Paul Collin Copywriter

INFOGRAMES, INC.

Chuck Nunez

Q.A. Supervisor

Lupe De Leon

Lead Tester

Miguel Jauregui

Assistant Lead Tester

Special Thanks

Brad Carlton
Bruce Dawson
Michael Shirley
Andy Hieke
Scott Walker
Joy Schneer
David Costello
Luis Rivas

GAMEBRAINS

Brett Bibby Project Lead Jean Tan

Producer

K.C. Tan *Lead Programmer*

Lim SinChian Programmer

Han Soong Programmer Albert Tan

Programmer

Dick Lee

Programmer

David Khaw

Lead Graphic Artist

lan Ng

Lead Animator

Richard Chean

Graphic Artist

Peter Pan

Graphic Artist

Shan Uma

Graphic Artist

Weng Hong

Graphic Artist

Surya Ismail

Tool Programmer

Murali Shanmugan

Audio Engineer

Jason Tai

Audio Engineer

Sidharthan

Lead Sketch Artist

P.H. Khor Sketch Artist

Special Thanks

Randy Gocke

C.L. Wong

K.C. Foo



© 2002 Humongous Entertainment, a division of Infogrames, Inc. All Rights Reserved. Manufactured and marketed by Infogrames, Inc., New York, NY. All trademarks are the property of their respective owners.

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc.

Visit the official website at MLB.com. © MLBPA - Official Licensee, Major League Baseball Players Association.

Visit the Players Choice on the web at www.bigleaguers.com.



Developed by GameBrains.





Infogrames, Inc. 417 Fifth Avenue New York, NY 10016 USA